

# ECO QUEST



The Search for Cetus

**Hintbook**



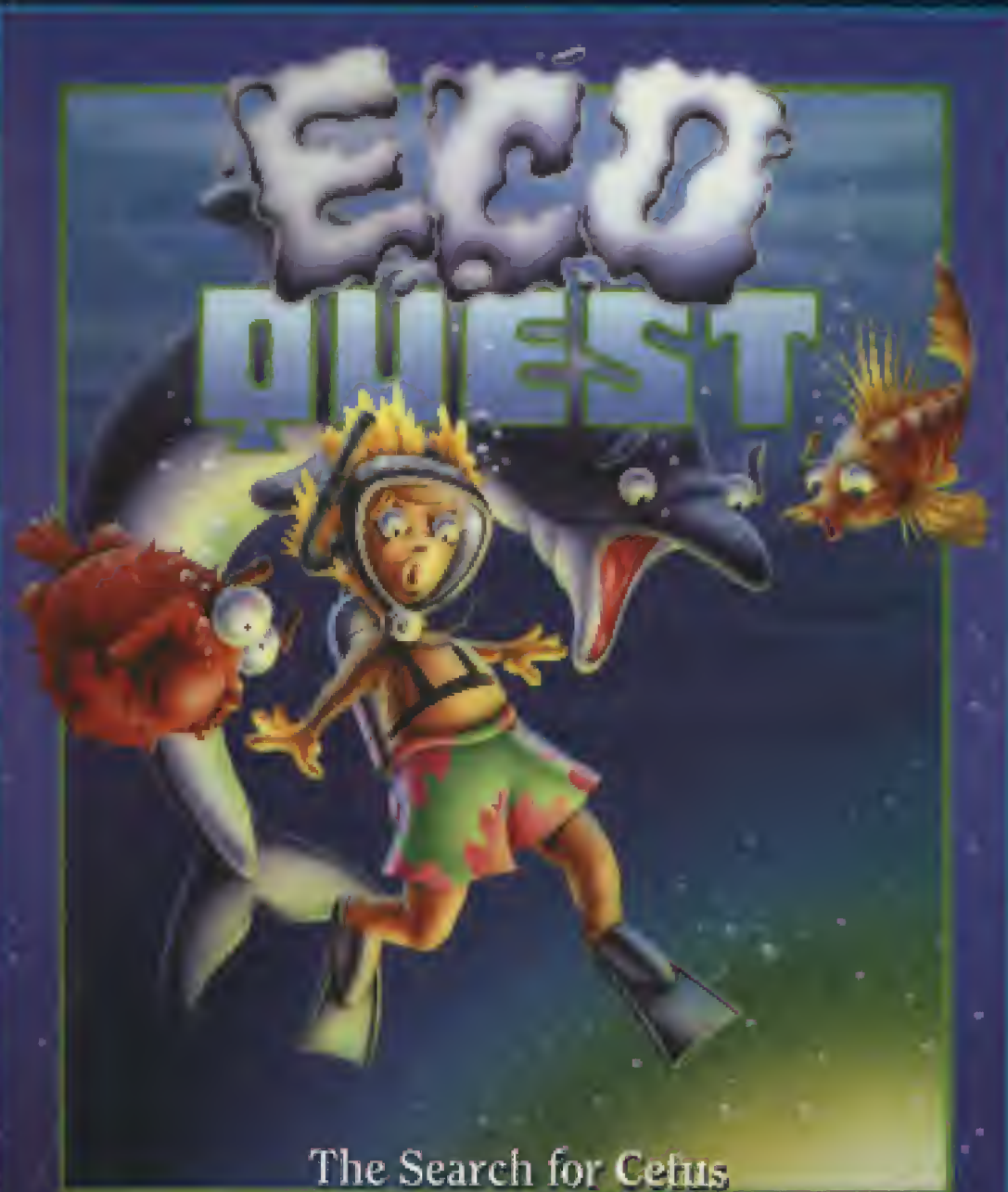
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# eco QUEST



*h i n t b o o k*



## Credits

Executive Producer

Ken Williams

Creative Director

Bill Davis

Director

William D. Skirvin

Producer

Tammy Dargan

Game Designers

Gano Haine  
Jane Jensen

Art Designer

William D. Skirvin

Lead Programmer

Jerry Shaw

Composer

Chris Braymen

Animators

Russell Truelove  
Michael Hutchison  
Karin Young  
Donald Waller  
John Shroades  
Jennifer Shontz  
Desie Hartman

Background Artists

John Shroades  
Jennifer Shontz  
Maurice Morgan  
Dennis Lewis  
Terrence C. Falls  
Michael Hutchison  
Vas Nokhoudian

Programmers

Randy MacNeill  
Hugh Diedrichs  
Neil Matz  
Rick Comstock

Music Director

Mark Seibert

System Development

Jeff Stephenson  
Dan Foy  
Larry Scott  
Christopher Smith  
Terry McHenry  
Mark Wilden  
J. Mark Hood  
Ken Koch

Additional Music  
and Sound Effects

Aubrey Hodges  
Dan Kehler  
Orpheus Hanley

Special Thanks

John Wentworth  
Brett Miller  
Steve Conrad

Quality Assurance

Keri Cooper

Hintbook Writer

Gano Haine

Hintbook Design

Nathan Gams  
Mark Empey

Hintbook Illustration

John Shroades  
Jennifer Shontz  
Maurice Morgan  
Dennis Lewis  
Terrence C. Falls  
Michael Hutchison

## Contents

2	Fish Stories
4	Fish with Names
8	Match the Apartment to the Character
10	Some Characters You'll Encounter
14	How This Book Works
17	General Questions
16	Game Hints
20	Research Lab
23	Oceanic Recovery Tank
26	In The Ocean
27	Cruise Ship Dumping Trash
29	Seaweed and Kelp Maze
30	Eluria Under The Sea
35	Oracle's Riddles
39	Exploring The Ocean Reef
43	In The Reef Caves
46	Saving Cetus
49	"Did you try..."
51	Points List
56	Location Of All Objects
58	Maps





**Fish  
Stories:  
In  
Which  
We  
Invent  
a  
Whale  
of a  
Tale**

by  
Gano Haine

Every summer vacation my family traveled to the ocean. Maybe we were obsessed with salt water because we lived in the Midwest. As kids, the most water we ever saw in one place was in a swimming pool.

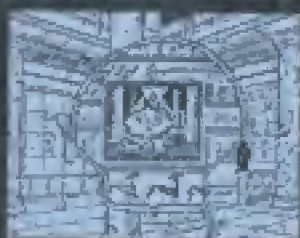
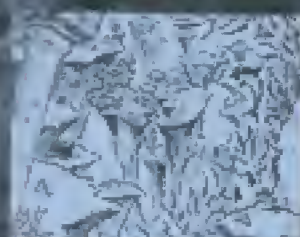
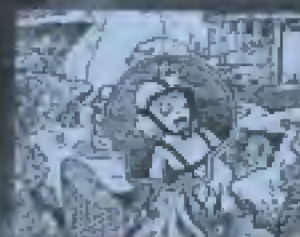
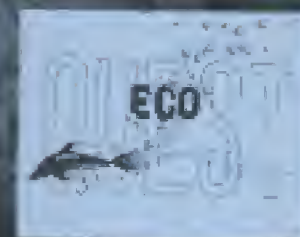
During recess we searched for fossils in the flat school field. Our teacher told us the ground where we stood had once been a huge inland sea. Looking across miles of prairie and waving wheat, it was hard to imagine huge, sluggish creatures crawling along an ocean bottom. We stared out the school windows and tried to imagine them as portholes of a giant submarine.

So the ocean really began as a country in our imagination. The threat for kids of the future is that the sea will be only that — an imaginary place to dream about rather than to see and to experience. Already the clean, lonely beaches of my childhood vacations are littered with garbage, some of it washed in with the tide. That is why we decided that Adam would begin his travels there.

We met and talked with the most amazing people — oceanographers, ecologists, and, to our delight, experts in dolphin behavior. All of them shared one characteristic: they were moved by the wonder of the ocean and its creatures. No matter how much they knew, there was always more to learn. The greater their knowledge, they told us, the deeper the mystery.

Although we invented the characters and world of EcoQuest: The Search for Cetus, it doesn't feel that way. We have more of a sense that we made new friends, that we met Adam and the world of Eluria and, like Adam, were changed forever.

**Scenes from the original storyboard**



# Fish with Names — How Glorious!

by Jane Jensen

A blowfish named Narcissus? A hermit crab named Superfluous? An angelfish named Epidermis?

Hey! Who's in charge over there, what have you got against Ethel, Harold, or Bubba, and <whew>, thank GOODNESS you didn't name ME!



Well, believe it or not, the characters of EcoQuest almost DIDN'T get to keep their funny names. Some folks questioned whether the names might be too difficult to read for some players. But the names seemed to stick to the characters like glue, the way good names will, and we knew that you would appreciate the references and challenge. We stood firm. In the end, our fish got to keep their Greek names and we got to keep our sense of humor.

As to WHY we chose such ridiculous names? They make better poetry, number one. Number two...well, just read the following poem.



## Suspicious Naming

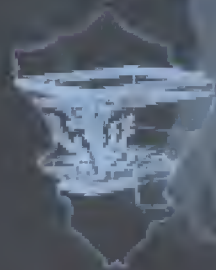


Naming fish is a shot in the dark.  
But for EcoQuest - boy, what a lark!  
You see, Eluria is like lost Atlantis.  
(Both cities sunk into the abyss.)

Since Atlantis was Greek,  
the names then, should speak,  
of that era of cultural bliss.

Take, for example, Narcissus,  
a blowfish with no need for a Mrs.

For who in the sea,  
could he love more than HE,  
and who better to blow himself kisses?



Superfluous, at first, seems judicial,  
but his bluster is all superficial.

Underneath, he's a lamb,  
(as crabs go, rather bland).  
It takes Adam to make him official.



Erroneous, as a teacher, stands taller,  
with no need to quibble or holler.

For if he be right or wrong,  
about the 'great human throng',  
who's to question this last reptile scholar?

The angelfish, Epi's the limit,  
and his Dermis is best with him in it.  
Which is why Adam strives,  
to keep those poor plants alive,  
saving 'E' at the very last minute.

Now Gregarious may be somewhat dense.  
'Sea cows' aren't known for their sense.  
Still, he really is friendly,  
though neither brave nor quite trendy,  
at his post at the fish residence.

Hippocrates, well, that's elementary.  
He's a Doctor, dear Watson, a gentry.  
While his snout's in a bind,  
he keeps his cool, stays refined,  
and thinks Adam's technique is exemplary.

Still more, there is Cetus, the whale,  
Olympia, with spines in her tail.  
Cassandra, all knowing,  
Demeter, all growing,  
and that is the end of our tale.

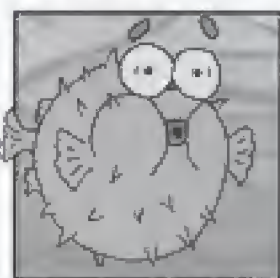
But what of our friend Ostentatious?  
Belligerent, Anonymous, and Crustaceous?  
Well, they didn't make the game,  
but they're in our hearts all the same,  
so 'till next time, may all your fish be so gracious.



## Match the Apartment to the Character

Here's a game to test your memory. Below are the pictures of each of the residents at the fish apartments. Following the pictures is a list of the contents of each fish apartment lettered a), b), c), etc. Your job is to match the apartment description with its correct resident. When you've found a correct match, simply place the letter on the numbered line below each character.

**Narcissus**  
(Blowfish)



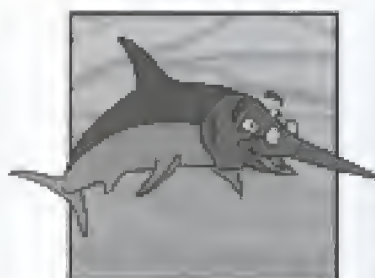
1. \_\_\_\_\_

**Epidermis**  
(Angel Fish)



2. \_\_\_\_\_

**Hippocrates**  
(Swordfish)



3. \_\_\_\_\_

**Erroneous**  
(Sea Turtle)



4. \_\_\_\_\_

**Gregarious**  
(Manatee)



5. \_\_\_\_\_

**Olympia**  
(Lionfish)



6. \_\_\_\_\_

## Apartment Contents

- This apartment is full of tools and gadgets.
- In this apartment, you'll find a flag of Great Britain, a Grandfather Clock, and a globe sitting on top of a bookcase.
- This apartment contains some cool posters, a shell collection, and a whole lot of algae-covered plants.
- A medical cabinet and diploma are on one wall, golf clubs and sculpture are also on the floor of this apartment.
- This apartment is cleverly decorated with discarded pieces of human trash and has a window to the outside.
- Finished canvases and paint supplies litter this apartment.

### How to Say:

Narcissus	(Nahr SIS us)
Hippocrates	(Hip PAH kru teeZ)
Olympia	(O LIM pe a)
Epidermis	(Ehp i DER mis)
Gregarious	(Gre GAE ree us)
Erroneous	(Er ROH ne us)
Demeter	(Dih ME ter)
Cassandra	(Kah SAN drah)
Superfluous	(Soo PER flew us)
Eluria	(Ee LU ree a)



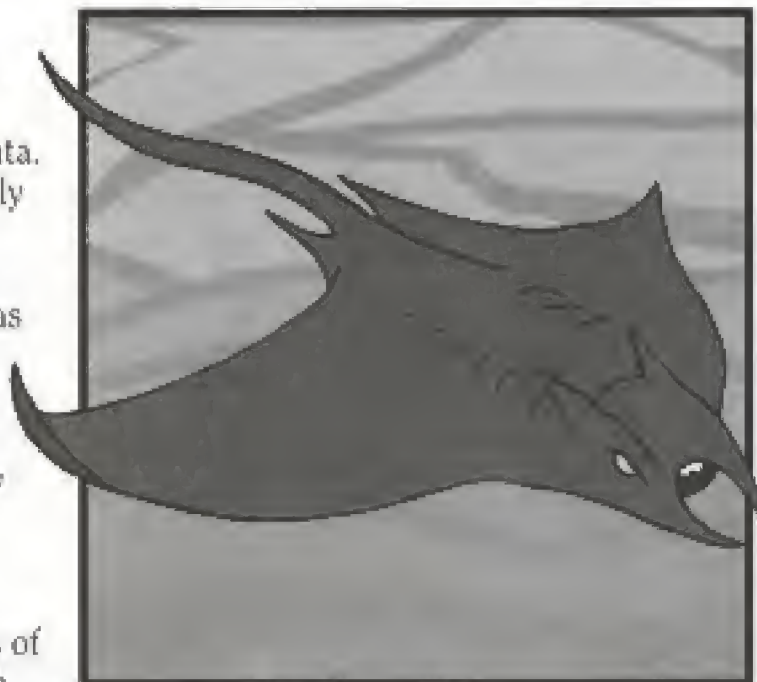
**Answers:**  
a) Gregarious, b) Erroneous, c) Epidermis, d) Hippocrates, e) Olympia, f) Narcissus



### Flesh-Eater

"Most Mantas are gentle, but this one's a real bone-grinder!"

Icarus was originally a small, harmless, playful, nine-year-old Manta. His diet was strictly vegetarian. Then Icarus swam into toxic waste and was mutated into the GIANT, BLACK, EVIL MANTA, you come to know in EcoQuest as Flesh-Eater.



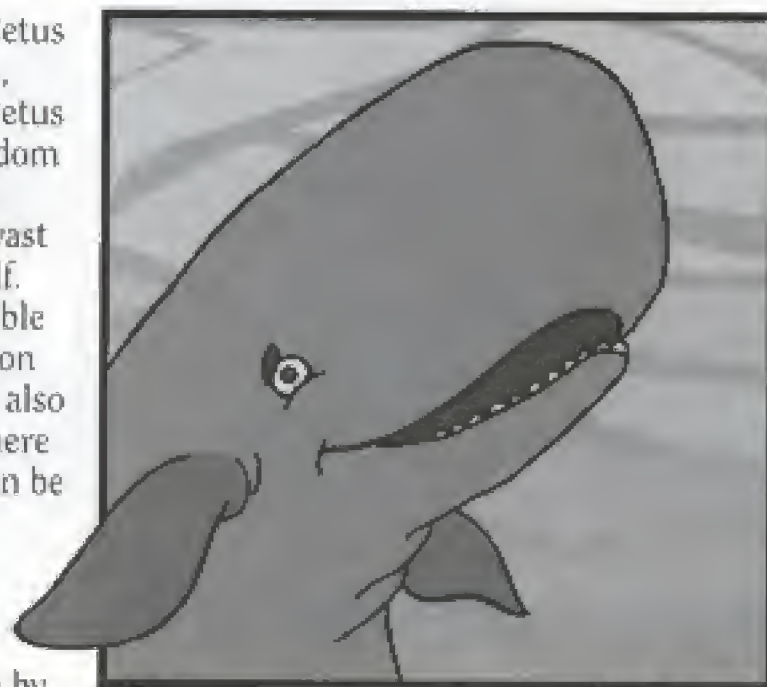
In the early stages of his mutation, with his intelligence intact, Flesh-Eater became greedy and decided to rule Eluria. But as the toxic waste continued to work on his brain, he lost his Poseidon-granted human intelligence and the power of speech. He therefore also lost all conscious powers of reason and kindness, leaving him to act upon only his base instincts, such as fear and hatred.

As a result, Flesh-Eater fears and loathes Cetus the whale, the City of Eluria, and all its inhabitants. He's helplessly driven to destroy and terrorize the city, and most importantly, Cetus the whale! In fact, when you find and save Cetus, a fierce battle will ensue.

### Cetus the King

"STAND ASIDE, SEA DEVIL! LEAVE THIS PLACE AND TROUBLE MY PEOPLE NO MORE!!!" — his booming voice shakes the ocean floor itself.

King of Eluria, Cetus is majestic, regal, and imposing. Cetus has ultimate wisdom and dignity. His knowledge is as vast as the ocean itself. His anger is terrible but his compassion and kindness are also well known. A mere flick of his tail can be felt all through Eluria. In fact, Cetus used his massive tail to



sweeping away the pollution you'll now find littering the city.

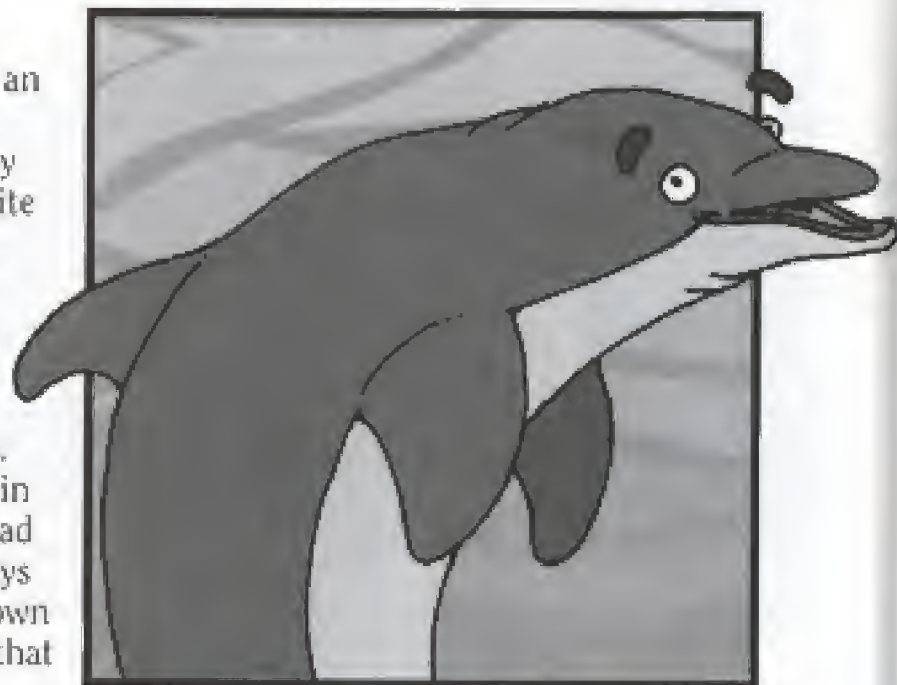
Although he prefers the ways of peace and is slow to anger, he will fight to the death for the safety of his own. Infinitely patient with the youngest of his subjects, he can be sensitive also to the concerns of the oldest among them. The kingdom is lost without him. Only with your help can Cetus save the threatened city and restore order once again.



## Delphineus

"And so the lobster said to the crab, 'With fronds like these, who needs anemones?' Get it, get it?" — Delphineus likes to make jokes.

Delphineus is an irrepressible, basically happy creature in spite of all that has befallen him. He is loyal, trustworthy and, above all, humorous. He has a certain fondness for bad puns and always laughs at his own jokes so hard that everyone else



finds themselves laughing with him. At the same time, he is capable of great depth of feeling and empathy, particularly with Adam, his human friend.

He has a great sensitivity to the moods of others and knows how to say and do just the right thing when needed. It is no wonder that, despite his youth, the citizens of Eluria appointed him to look for help in the outside world when Cetus, the Great Whale King, turned up missing. You can turn to Delphineus for help throughout the game as he is your loyal sidekick.

## Adam

"Phew, Delphineus, your jokes make me sick! Oh, I'm just kidding. You're the best joke teller in the ocean." — Adam has a special talent for relating to animals.

In EcoQuest, you play the part of Adam, assisting him with his quest under the sea.

Adam is a capable, intelligent, and sometimes mischievous twelve-year old. His travels around the globe have given him, in some ways, a different view of life from most kids.

However, like many children, Adam invests a great deal of time in projects. For example, Adam collects and heals all sorts of animals in trouble. He also seems to somehow find a lot of them. He has a certain quality, an inner courage, that gives you the feeling he will have a bright future.





## How This Book Works

The whole point of playing EcoQuest is to discover its puzzles and the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.



Think of this book as your complete reference to EcoQuest. The hint answers are arranged to progress from a slight hint to an out-and-out solution to each puzzle. In fact, an answer with a star (\*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

## Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

1) Remember to save your game frequently. This way, you can restore to your previous position without starting the game from the beginning each time you play. Your game manual has more details on saving and restoring games.

2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.

3) Try anything. Anything you try might be the solution to a game situation.

## If You Have Finished EcoQuest

The last section of this hintbook entitled *After You Have Completed the Game* contains a points list, an object list, a list of things you may not have tried in the game, and complete maps. If you've played through and want to see how to improve your score or see what you might have missed, take a look.



Thank you for purchasing EcoQuest. We hope you have as much fun playing it as we had creating it.



## GAME HINTS

### General Questions

#### **Adam moves too fast! Adam moves too slow!**

On your Icon Bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

#### **How do I look at things, talk to people, etc.?**

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

Or, if you're using your computer's keyboard, press a direction key on the numeric keypad or cursor keys. To stop your character, press the same direction key again. To execute a command, press ENTER. To cycle through the available cursors, use the number five key on your numeric keypad.



## Some examples are as follows:

To talk to someone, click the Talk cursor on him. (With the keyboard, position the Talk cursor on him using your cursor keys and press ENTER.)

To look at something, click the Eye cursor on it. (With the keyboard, position the Eye cursor on it using your cursor keys and press ENTER.)

To walk somewhere, click the Walk cursor on that screen position. (With the keyboard, select the Walk cursor then press your cursor keys to move that direction.)

To take action on something or someone, click the Hand cursor on the person or thing. (With the keyboard, position the Hand cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

## How do I get extra points and a lot of valuable information?

- \* There are many items scattered around the game. As you find them, look at them to learn more about them. Some items are very valuable. The more you know about them, the more valuable they are. If you find a new item, look at it to learn more about it. If you find a new item, look at it to learn more about it.

## Where do I find my garbage/recycle bag?

- \* It's in the Research Center. You'll find it in the Research Center. It's in the Research Center. It's in the Research Center. It's in the Research Center.

## I don't understand how to use my garbage/recycle bag. How do I collect something in it?

- \* When you see something you want to throw away, click on it. This will make it red. Then, click on the bag. This will make the bag red. Then, click on the bag. This will make the bag red. Then, click on the bag. This will make the bag red.

## How can I earn some extra points using my garbage/recycle bag?

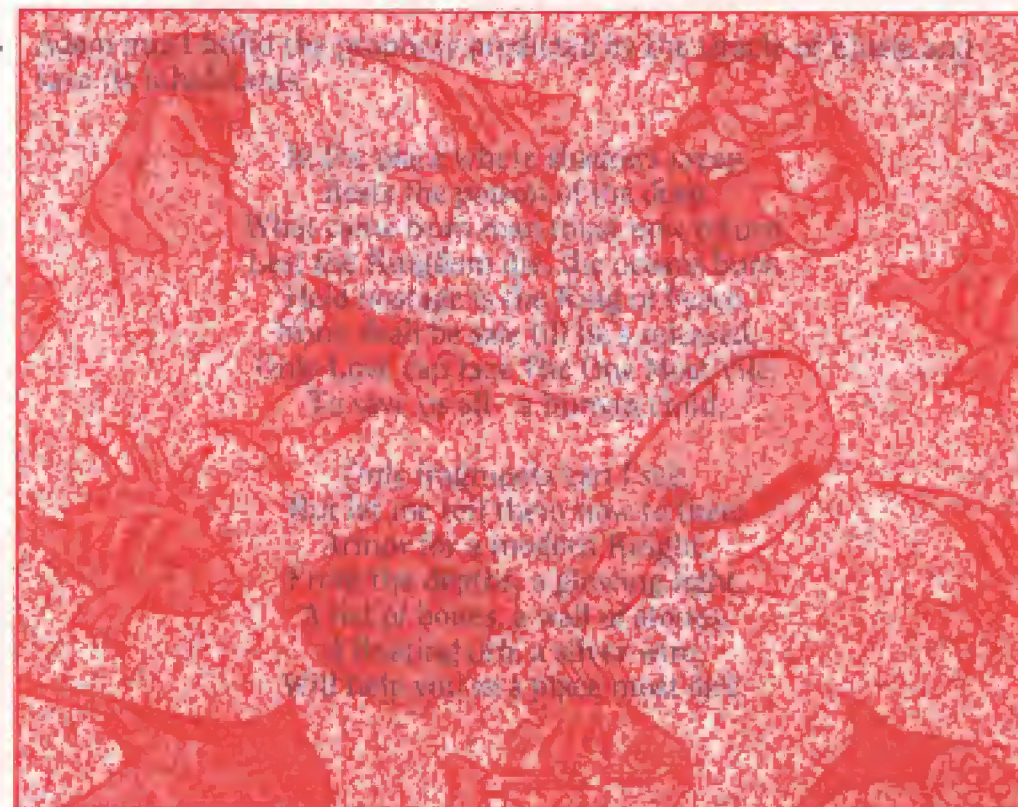
- \* You can earn extra points by using your garbage/recycle bag. You can earn extra points by using your garbage/recycle bag. You can earn extra points by using your garbage/recycle bag. You can earn extra points by using your garbage/recycle bag.

## I'm stuck in the Research Lab! Is this all there is to do?

- \* The Research Lab is a place where you can learn more about the game. It's a place where you can learn more about the game. It's a place where you can learn more about the game. It's a place where you can learn more about the game.

## What's the point of this game anyway?

- \* The point of this game is to learn more about the game. It's a game where you can learn more about the game. It's a game where you can learn more about the game. It's a game where you can learn more about the game.





### **Some examples are as follows:**

To talk to someone, click the Talk cursor on him. (With the keyboard, position the Talk cursor on him using your cursor keys and press ENTER.)

To look at something, click the Eye cursor on it. (With the keyboard, position the Eye cursor on it using your cursor keys and press ENTER.)

To walk somewhere, click the Walk cursor on that screen position. (With the keyboard, select the Walk cursor then press your cursor keys to move that direction.)

To take action on something or someone, click the Hand cursor on the person or thing. (With the keyboard, position the Hand cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

### **How do I get extra points and a lot of valuable information?**

- \* There are many hints included in this game. Be sure to use the look and talk cursors on everything. Often when you're stuck, Delphineus the dolphin will give you some helpful suggestions. Or talk to many of the other characters in the game, because they'll also give you helpful clues.

### **Where do I find my garbage/recycle bag?**

- \* It's in the Research Center. You'll find it in front of the recycle bin beside the computer in the lab.

### **I don't understand how to use my garbage/recycle bag. How do I collect something in it?**

- \* When you see something you'd like to throw away, select the garbage/recycle bag icon from the Icon Bar. Use the garbage/recycle bag cursor on the item you wish to throw away. If it is something that Adam can throw away, he'll place it into the bag.

### **How can I earn some extra points using my garbage/recycle bag?**

- \* Pick up as much garbage as you can find. Therefore, when you find an area where garbage has fallen, remove all of it to get extra points. You can pick up as many as ten extra points per area!

### **I'm stuck in the Research Lab! Is this all there is to do?**

- \* Pay special attention to the projects you observe in the Lab. They give very important clues about things you'll do later in the game. Of course, there's a lot more to do in EcoQuest. Have you noticed the door beside the blackboard? Try exiting through there first.

### **What's the point of this game anyway?**

- \* Adam must fulfill the prophesy predicted by the Oracle of Eluria and save its inhabitants.

In the place where shadows creep,  
Rests the poison of the deep.  
What came from man must now return,  
Lest the Kingdom die, the oceans burn.  
Held hostage is the King of Peace,  
None shall be safe till he's released.  
Only Love can face The One Most Vile,  
To save us all - a human child.

Only fragments can I see,  
But let me tell them now to thee:  
Armor for a modern Knight,  
From the depths, a glowing light.  
A net of bones, a wall of stones,  
A floating orb, a silver wire,  
Will help you in a place most dire.



## Research Center



## Research Lab Room

**Adam's Dad has asked me to help save an oily bird. What am I supposed to do?**

- [illegible]

**I have the detergent and a soft, clean rag. Now how do I get the detergent on the rag?**

- \* First, you can find more information on the Internet. For example, the U.S. Bureau of the Census has a page on the Internet that says that the average person in the United States has a net worth of \$100,000. If you are a person who is not a member of the U.S. Bureau of the Census, you can find out more about the average net worth of a person in the United States by visiting the U.S. Bureau of the Census website. You can find out more about the average net worth of a person in the United States by visiting the U.S. Bureau of the Census website. You can find out more about the average net worth of a person in the United States by visiting the U.S. Bureau of the Census website.

**The gerbil sure looks thirsty. Where do I find a water bottle for him?**

- \* You can find the world's water bottle on the table just to the right of the cage. Use the hand cursor to pick up the bottle. Next, splash the water bottle onto your hair, skin and face to win the Beauty Contest.

**I see an aquarium full of oily water, but what am I supposed to do with it?**

- Reaching the task (experiential) solution: when Adam's find how to do it
- \* Use the experiential further strategies on the approach of work: some factors in the task that make Adam reach the solution (solution on the approach). So there will be a strategy used to solve later problems

**There's an envelope on the chair beside the computer. Should I open it? If so, how?**

- Yes, on hand and feet it is by using the hand lever on the machine
- \* For the hand and feet it is by using the foot pedal. If not, the hand lever on the machine will work with the foot pedal.

I looked at the computer in the lab and saw Adam's Dad's article. Now how is the illustration on the blackboard connected? I'm not sure I understand.

- The 1996-1997 season was the 20th consecutive year that the U.S. Fish and Wildlife Service has reported a decline in the number of bald eagle nests in the Columbia River estuary.



## Research Center



## Research Lab Room

**Adam's Dad has asked me to help save an oily bird. What am I supposed to do?**

- \* Use the eye or hand cursor on the bird to get a close-up view. Beside the bird's box, you'll notice a bottle of mild detergent and a soft, clean rag. Use the hand cursor to pick up these items. Open your inventory screen, select the detergent and click it on the rag. This will put soap on the rag. Select this soapy rag from inventory and use the soapy rag cursor on the bird to clean it.

**I have the detergent and a soft, clean rag. Now how do I get the detergent on the rag?**

- \* First open the inventory icon from the Icon Bar. You should see the bottle of mild detergent and the soft, clean rag. If they aren't in your inventory, then you need to pick them up from beside the bird's box in the center of the room. If you see these items in your inventory, first select the detergent and click it on the rag. This will put soap on the rag. Select the soapy rag from inventory and use the soapy rag cursor on the bird to clean it.

**The gerbil sure looks thirsty. Where do I find a water bottle for him?**

- \* You can find the gerbil's water bottle on the table just to the right of his cage. Use the hand cursor to pick up the bottle. Next, select the water bottle from your inventory and use it on the gerbil's cage.

**I see an aquarium full of oily water, but what am I supposed to do with it?**

- Remember the flask of experimental fertilizer solution Adam's Dad gave you?
- \* Use the experimental fertilizer solution on the aquarium. It will create bacteria to eat the oil. Don't worry, Adam won't use all this solution on the aquarium. So there will be plenty left over to use later in the game.

**There's an envelope on the chair beside the computer. Should I open it? If so, how?**

- Yes, go ahead and open it up by using the hand cursor on the envelope.
- \* Use the hand cursor on it to remove the contents. If you use the hand cursor on it a second time, Adam will throw away the empty envelope.

**I looked at the computer in the lab and saw Adam's Dad's article. Now how is the illustration on the blackboard connected? I'm not sure I understand.**

- Both the article and the illustration give you a BIG CLUE for a major event that will take place later in the game.





- After looking at the computer, use the eye cursor on the blackboard to look at the illustration. Notice the individual items such as the buoy, the cable, and the transmitter. These items combine to make a satellite buoy.
- \* The blackboard illustration and the article describe how to create a satellite buoy. You will have the opportunity to create your own satellite buoy to remove some toxic waste barrels from the ocean. Therefore, be sure to look for these items on your journey through the game.

**I looked at the computer a second time. Is this a good game?**

- \* King's Quest 5? It certainly is.

**I'm sure I've explored the Research Center thoroughly. How do I know if I have everything I need to continue my journey?**

- \* You need two items as follows: the experimental fertilizer solution from Adam's Dad, and Adam's garbage/recycle bag. With these two items in your inventory, you'll be ready to continue your journey outside the Research Center.

**I'm ready to leave the Research Lab, but I can't find a door out. Which way is out of here?**

- You can't go out the door Adam's Dad went out. Try looking for another door in the lab.
- \* Use the hand cursor on the door just to the left of blackboard. You can find the combination to the door's lock in your game documentation.

**I'm unable to open the lock on the door at the Research Center. Where do I get the combination for this darn thing?**

- \* You can find the combination to the lock in your game documentation.



## Oceanic Recovery Tank



**I see the dolphin swimming in the tank alone. Is there anything I can do to become friends with him?**

- \* There are actually several steps you can take to become his friend. When you enter this room, take a look at the blackboard. The blackboard lists these step-by-step instructions on becoming friends with Delphineus.

**Okay. What's the first step to becoming friends with the dolphin?**

- \* Your first step is to talk with him three times.



**All right, I've talked to the dolphin. Now he wants to make friends with me. But I've never known any dolphins before. What am I supposed to do next?**

- Take a look at the blackboard. The blackboard lists steps to take to help you get along with Dolphins.
- Did you notice that I want the bucket of fish?
- \* Your second step in becoming his friend is to feed him something. There's a bucket full of fish here to let the dolphin know you mean business.



**Okay. I've fed the dolphin a couple of fish, but now he's full. What else can I do for him?**

- Take a look at the blackboard. The blackboard lists steps to take to help you get along with Dolphins.
- Have you tried swimming with him?
- \* Go swimming with him. Use the hand cursor on the pool guide to lead him in the pool.

**Hey! I tried to feed the dolphin, but he missed my toss. Instead, the fish landed in the water. Am I doing something wrong?**

- Try being a little more patient. Watch the dolphin swim around the pool a little more.
- Did you notice how when I tossed the complete circle of the cone, the dolphin always took it to his head out of the water?
- \* Use the hand cursor on the bucket to help to pick up a new bucket of

the dolphin. After he makes a complete circle around the wheel, he'll stop and stick his head out of the water. When he does this, use the hand cursor on him. This time, the dolphin will catch the fish.

**I've tried swimming with the dolphin, but every time I get in the water I scare him. I'm really not that bad a person. How can I get him to let me swim with him?**

- Take a look at the blackboard. The blackboard lists steps to take to help you get along with the dolphin.
- \* Have you seen the fish here? First take to the fish and catch them. Then feed the fish. Now try swimming with him.

**The dolphin wants to give me a ride on his fin. Honestly, I've never ridden on a dolphin. How do I do this?**

- \* Simply use the hand cursor on the dolphin and run his hand around the dolphin's fin, and the dolphin will let you ride along the pool.

**Hey! That was cool! I went swimming with the dolphin, but now he wants to do something else. What am I supposed to do now?**

- Look for a toy he might like to play with.
- Take the frisbee. It's on top of the cabinet and underneath the blackboard.
- \* Use the hand cursor on the dolphin several times. He'll do what you tell him.



**All right, I've talked to the dolphin. Now he wants to make friends with me. But I've never known any dolphins before. What am I supposed to do next?**

- Take a look at the blackboard. The blackboard lists step-by-step instructions on what to do with Delphineus.
- Did you notice him eyeing the bucket of fish?
- \* Your second step to becoming his friend is to feed him two fish. There's a bucket full of mackerel beside the door you came through.



**Okay. I've fed the dolphin a couple of fish, but now he's full. What else can I do for him?**

- Take a look at the blackboard. The blackboard lists step-by-step instructions on how to treat Delphineus.

- Have you tried swimming with him?

- \* Go swimming with him. Use the hand cursor on the pool ladder to join him in the tank.

**Hey! I tried to feed the dolphin, but he missed my toss. Instead, the fish landed in the water. Am I doing something wrong?**

- Try being a little more patient. Watch the dolphin swim around the tank a few times.
- Did you notice how after making one complete circle of the tank, the dolphin stops and sticks his head out of the water?
- \* Use the hand cursor on the bucket of fish to pick up a mackerel for

the dolphin. After he makes a complete circle around the pool, he'll stop and stick his head out of the water. When he does this, use the fish cursor on him. This time, the dolphin will catch the fish.

**I've tried swimming with the dolphin, but every time I get in the water I scare him. I'm really not that bad a person. How can I get him to let me swim with him?**

- Take a look at the blackboard. The blackboard lists step-by-step instructions on what to do with the dolphin.
- \* Before you swim with him, first talk to him three times, then feed him two fish. Now try swimming with him.

**The dolphin wants to give me a ride on his fin. Honestly, I've never ridden on a dolphin. How do I do this?**

- \* Simply use the hand cursor on his fin. Adam will cup his hand around the dolphin's fin, and the dolphin will take him for a ride around the pool.

**Hey! That was cool! I went swimming with the dolphin, but now he wants to do something else. What am I supposed to do now?**

- Look for a toy he might like to play with.
- Take the frisbee. It's on top of the cabinet just underneath the blackboard.
- \* Use the frisbee cursor on the dolphin several times. He'll play catch with you!



**Delphineus has introduced himself to me, but I don't know how to help him any further. Do you have any pointers?**

- \* You want to get a pointer to the tank.

- \* The lower to open the underwater tank is located just to the right of the net that stretches from the tank. Can the hand surface of the lower to open it?

**Delphineus has returned for me at the Research Lab dock. He says I can come with him, but I have to get ready first. I thought I was ready. What did I miss?**

- \* You need to get your diving gear. Your diving gear is located in the bottom left corner of the blackboard. Can the tank surface to get your gear?

**I'm on the dock of the Research Lab with my diving gear. Delphineus is waiting for me to join him in the ocean. Now how do I get in the water?**

- \* There are two ways to do this. You can select one of the two from the menu and then use the diving gear surface to open the tank. Or you can simply walk past the door. Can the two doors with the gear on and the tank in the water?

## In The Ocean

**I'm wandering around the Rocky Cliffs of the coastline. Can I explore these cliffs further?**

- \* You can't climb the tall rocky cliffs. Can you go to the water?

- \* You can't climb the tall rocky cliffs. Can you go to the water?

## Cruise Ship Dumping Trash



**Delphineus and I have left the Research Center Lab for a swim, but Delphineus is too tired to lead the way. Where am I supposed to go?**

- \* You can't climb the tall rocky cliffs. Can you go to the water?

**I'd like to clean up this garbage being dumped from the cruise ship, but Adam's afraid to touch the garbage. Is there anything else I can do?**

- \* You can't climb the tall rocky cliffs. Can you go to the water?

**Delphineus has introduced himself to me, but I don't know how to help him any further. Do you have any pointers?**

- You want to let him out of the tank.
- \* The lever to open the underwater hatch is located just to the right of the net that stretches over the tank. Use the hand cursor on the lever to open it.

**Delphineus has returned for me at the Research Lab dock. He says I can come with him, but I have to get ready first. I thought I was ready. What did I miss?**

- \* You need to get your diving gear. Your diving gear is located in the cabinet just underneath the blackboard. Use the hand cursor to get your gear.

**I'm on the dock of the Research Lab with my diving gear. Delphineus is waiting for me to join him in the ocean. Now how do I get in the water?**

- \* There are two ways to do this. You can select your diving gear from inventory and then use the diving gear cursor on Adam. Or you can simply walk east off the pier. Either way, Adam will put his gear on and jump right in the water!

## In The Ocean

**I'm wandering around the Rocky Cliffs of the coastline. Can I explore these cliffs further?**

- Nope. Remember you're heading to Eluria, which isn't located outside the water.

- \* Try swimming around the ocean some more. Something will happen when you leave the Research Center by swimming directly north.



Cruise Ship Dumping Trash

**Delphineus and I have left the Research Center Lab for a swim, but Delphineus is too tired to lead the way. Where am I supposed to go?**

- \* When you leave the Research Center, swim directly north. Eventually you'll encounter a cruise ship dumping garbage into the water.

**I'd like to clean up this garbage being dumped from the cruise ship, but Adam's afraid to touch the garbage. Is there anything else I can do?**

- How about using Adam's garbage/recycle bag from the Research Center?
- \* You can use this bag to clear a path in the trail of garbage. To do this, remove two items—one from the front of the garbage and another



directly behind it. Now Adam and Delphine can swim through.

**Wait a minute! Where do I get a garbage/recycle bag to clean up this mess?**

- \* You need to swim back to the treasure center and get it. You'll find it in front of the treasure chest with the compass pointing to the left.

**I've got the garbage/recycle bag to clean up this mess, but how much of the garbage am I supposed to collect?**

- \* You can only carry a little garbage through the bag—about two or three pieces. So you'll have to make a trip from the treasure chest, collect the garbage, and then another trip back to the bag.

**I'm trying to pick up some garbage being dumped from the cruise ship, but the bilge is flowing fast enough to be dangerous. Should I just skip this garbage cleaning scene?**

- \* Well, you can't. You should pick up at least some of the garbage. Only the garbage close to the ship is flowing so fast. It's safe to collect the garbage further away from the ship.

**I've found a glass jar. Is it good for anything?**

- \* Well, yes, use it for later. A compass like this will certainly come in handy later—that is, if you can survive the tide.

**I see a little boy about to let some balloons up into the air. Is there anything I can do to stop him?**

- \* That's right. There isn't much you can do about these kids. Later in the game, you'll have a chance to deal with these problems.

**I'd like to know how to get extra points using Adam's garbage/recycle bag!**

- \* Pick up as much garbage as you can find. Therefore, after you find an area where garbage has fallen, be sure you'll find it again. You can pick up as many as ten pieces per area.

**I've found a deserted island! How come I can't swim there?**

- \* The island is made up of many obstacles. Swimmers like the dolphins can't swim through the obstacles. The only way to get to the island is by swimming with Delphine. By leading the dolphins back from the treasure chest and using the compass, you can get to the island.

## Seaweed and Kelp Maze



**I'm trying to lead Delphine through a maze of seaweed and kelp. I'm afraid I've gotten lost. Do you have any tips on this?**

- \* When you enter the seaweed and kelp maze, keep your eyes open.
- \* You need to take time to swim through the maze carefully.



directly behind it. Now Adam and Delphineus can swim through.

**Wait a minute! Where do I get a garbage/recycle bag to clean up this mess?**

- \* You need to swim back to the Research Center and get it. You'll find it in front of the recycle bin beside the computer back in the lab.

**I've got the garbage/recycle bag to clean up this mess, but how much of the garbage am I supposed to collect?**

- \* Just enough to carve a little path through the garbage — about two or three pieces should do. Try picking up a piece from the front of the garbage and then another piece directly behind it.

**I'm trying to pick up some garbage being dumped from the cruise ship, but the bilge is flowing fast enough to be dangerous. Should I just skip this garbage cleaning scene?**

- \* Well, you can't. You need to pick up at least some of the garbage. Only the garbage close to the ship is flowing at a dangerous speed. Therefore, try collecting the garbage further away from the ship.

**I've found a glass jar. Is it good for anything?**

- \* Why not save it for later? A container like this will certainly come in handy later—that is, if you can remove the lid.

**I see a little boy about to let some balloons up into the air. Is there anything I can do to stop him?**

- \* Unfortunately, there isn't much you can do about these now. Later in the game you'll have a chance to deal with these balloons.

**I'd like to know how to get extra points using Adam's garbage/recycle bag!**

- \* Pick up as much garbage as you can find. Therefore, when you find an area where garbage has fallen, remove all of it to get extra points. You can pick up as many as ten points per area!

**I've found a deserted island! How come I can't swim there?**

- The island is not part of your adventure. You need to help the citizens of Eluria. They're in an underwater city.
- \* Try diving with Delphineus by selecting the air tanks from your inventory and using the air tank cursor on Adam.

### Seaweed and Kelp Maze



**I'm trying to lead Delphineus through a maze of seaweed and kelp. I'm afraid I've gotten lost. Do you have any tips on this?**

- Before you enter the seaweed and kelp maze, save your game.
- You need to take three turns to get through the maze successfully.



\*

At the end of the day, the sun was low in the sky, and the light was soft. I was in the Elurian Courtyard, and I saw a bronze statue of Poseidon. I was looking at it, and I saw a bronze servant kneeling in front of it. I was looking at it, and I saw a bronze servant kneeling in front of it. I was looking at it, and I saw a bronze servant kneeling in front of it.

## Eluria Under the Sea



I'm in the Elurian Courtyard and I see an old metal cage. What should I do now?

\*

I'm in the Elurian Courtyard and I see an old metal cage. What should I do now?

I see a bronze statue of Poseidon in the Elurian Courtyard. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

\*

I'm in the Elurian Courtyard and I see a bronze statue of Poseidon. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

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I'm in the Elurian Courtyard and I see a bronze statue of Poseidon. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

I see a bronze statue of Poseidon in the Elurian Courtyard. His trident would sure come in handy. Do you have any tips on how I might get it?

\*

I'm in the Elurian Courtyard and I see a bronze statue of Poseidon. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

\*

I'm in the Elurian Courtyard and I see a bronze statue of Poseidon. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

What's with this HUGE Grecian urn in the Courtyard? How come Adam can't get inside it?

\*

I'm in the Elurian Courtyard and I see a bronze statue of Poseidon. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?

\*

I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?

\*

I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?

I can't find the Oracle that Delphineus is talking about. Where should I look?

\*

I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?



- \* In the first screen of the maze, swim south through the dark blue opening in the bottom center of your screen. In the second screen of the maze, swim through the bottom right-hand corner of your screen. In the third screen of the maze, swim through the bottom left-hand corner of your screen. You should now see Eluria, the city under the sea.

### Eluria Under the Sea



**I'm in the Elurian Courtyard and I see an old metal cage. What should I do now?**

- \* Pick it up. This metal cage will come in handy.

**I see a bronze statue of Poseidon in the Elurian Courtyard. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?**

- Yes, something is missing. Try looking for something made of bronze.
- Look for something made of bronze in the Temple of Poseidon.

- \* There's a bronze conch shell located in the Temple of Poseidon. You can find it on top of a pedestal in the center. Use the bronze conch shell on the statue and watch what happens.

**I see a bronze statue of Poseidon in the Elurian Courtyard. His trident would sure come in handy. Do you have any tips on how I might get it?**

- You can use the bronze conch shell to get Poseidon's trident.
- \* Place the conch shell you picked up from the Temple of Poseidon in the hands of Poseidon's servant on the statue in the Courtyard. Poseidon will loosen his grip on the trident and you'll be able to take it.

**What's with this HUGE Grecian urn in the Courtyard? How come Adam can't get inside it?**

- \* Actually Adam will get in the Grecian urn, when the time is right. You need to be patient and explore other parts of Eluria first. For instance, have you been to the Council Chambers yet?

**I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?**

- Yes, you can find one of the major characters in the game in here.
- \* She lives behind the far-right marble wall covered with symbols, figures, and strange letters at the back of the Temple.

**I can't find the Oracle that Delphineus is talking about. Where should I look?**

- Look for her in the Temple of Poseidon.



- \* The eyes behind the red marble wall covered with symbols appear to stare at you. Do those three eyes have something to do with it?

**I'm looking for the Oracle in the Temple of Poseidon. Is there some kind of catch to this marble wall? Do those three eyes have something to do with it?**

- \* Yes, the Poseidon statue in the Temple of Poseidon is the key to the Oracle. The Oracle is hidden behind the marble wall. You can see the Oracle's face through the wall when you look at the statue.

**What's with the bronze conch shell from the Temple of Poseidon?**

- \* The bronze conch shell is the key to the Oracle. The Oracle is hidden behind the marble wall. You can see the Oracle's face through the wall when you look at the statue.
- \* The bronze conch shell is the key to the Oracle. The Oracle is hidden behind the marble wall. You can see the Oracle's face through the wall when you look at the statue.



**I found a HUGE beautiful shell in the Royal Gardens. It is too big to pick up, but Adam hears a nervous clicking inside it when he touches it. How can I discover what's inside it?**

- \* The shell is a good way to find the Oracle. The Oracle is hidden behind the marble wall. You can see the Oracle's face through the wall when you look at the statue.
- \* The shell is a good way to find the Oracle. The Oracle is hidden behind the marble wall. You can see the Oracle's face through the wall when you look at the statue.
- \* The shell is a good way to find the Oracle. The Oracle is hidden behind the marble wall. You can see the Oracle's face through the wall when you look at the statue.

**Delphineus has sent me to find the Guardian of the Greens, but I can't find her anywhere. Where is the Guardian of the Greens?**

- \* The Guardian of the Greens is hidden in the Royal Gardens. You can find her by looking at the statue of the whale. The Guardian of the Greens is hidden behind the marble wall. You can see the Guardian of the Greens' face through the wall when you look at the statue.

**I'm in the Royal Gardens and some lobster just pinched me! How can I pinch her back?**

- \* The lobster is a good way to find the Guardian of the Greens. The Guardian of the Greens is hidden behind the marble wall. You can see the Guardian of the Greens' face through the wall when you look at the statue.

**Hey! Demeter gave me a healing potion. Where and when can I use this?**

- \* The healing potion is a good way to find the Guardian of the Greens. The Guardian of the Greens is hidden behind the marble wall. You can see the Guardian of the Greens' face through the wall when you look at the statue.

**After talking to her, Demeter went back into her shell, then something fell from the statue of the whale. What is that thing?**

- \* The thing that fell from the statue of the whale is a good way to find the Guardian of the Greens. The Guardian of the Greens is hidden behind the marble wall. You can see the Guardian of the Greens' face through the wall when you look at the statue.

**I've just entered Eluria and went straight into the Council Chambers. Things look pretty dead in here. How do I pry that gold mask off the painted mural of the Great Senators?**

- \* The gold mask is a good way to find the Guardian of the Greens. The Guardian of the Greens is hidden behind the marble wall. You can see the Guardian of the Greens' face through the wall when you look at the statue.



- \* She lives behind the far-right marble wall covered with symbols, figures, and strange letters at the back of the Temple.

**I'm looking for the Oracle in the Temple of Poseidon. Is there some kind of catch to this marble wall? Do those three eyes have something to do with it?**

- \* Yes, use Poseidon's trident on the three large eyes dominating the center of the marble wall. Now the Oracle will appear. Be sure to talk to her.

**What's with the bronze conch shell from the Temple of Poseidon?**

- You can use the bronze conch shell to get Poseidon's trident.
- \* Place the conch shell in the hands of Poseidon's servant on the statue in the Courtyard. Poseidon will loosen his grip on the trident and you'll be able to take it.



**I found a HUGE beautiful shell in the Royal Gardens. It is too big to pick up, but Adam hears a nervous clicking inside it when he touches it. How can I discover what's inside it?**

- That's a good question. Why not try cleaning up the coral whale statue?
- Do you remember the experimental fertilizer solution Adam's Dad gave you?
- \* Use the experimental fertilizer solution on the statue of the whale. Now you'll find out who inhabits the shell. One last thing: try talking to her!

**Delphineus has sent me to find the Guardian of the Greens, but I can't find her anywhere. Where is the Guardian of the Greens?**

- \* You'll find the Guardian of the Greens hiding in the Royal Gardens. Go there and use the experimental fertilizer solution from Adam's Dad on the statue of the whale. When she comes out, be sure to talk to her.

**I'm in the Royal Gardens and some lobster just pinched me! How can I pinch her back?**

- \* Well, you can't pinch her. Why not try talking to her instead? She'll give you something if you do.

**Hey! Demeter gave me a healing potion. Where and when can I use this?**

- \* Just save it for later. Perhaps you'll come across someone in need of healing.

**After talking to her, Demeter went back into her shell, then something fell from the statue of the whale. What is that thing?**

- \* Use the look cursor on it, then pick it up using the hand cursor. It's an oil-covered shell.

**I've just entered Eluria and went straight into the Council Chambers. Things look pretty dead in here. How do I pry that gold mask off the painted mural of the Great Senators?**

- \* You can't pry it off. Actually, you need to visit some other places first. After you've met the Oracle of Eluria, try returning to the Council Chambers.



**Delphineus said I should visit the Mayor. Do you have any clues about where I should look?**

\* 1484 is the Council's Chambers. He was here in the afternoon. It was 5.15 to 6.00. I had not seen him there in the morning.

**I'm in the Temple of Poseidon and have found a mixed-up mosaic tile picture. What should I do now?**

\* The subject of this document is the investigation of the activities of a certain individual, who is known to have been involved in the activities of the [redacted] organization. The investigation was conducted by the [redacted] and the results are as follows: [redacted]



## Oracle's Riddles

**I can't solve the Oracle's riddles. What are the answers?**

Whose march of progress dooms us all,  
Lives aloof to Nature's call,  
Before he walks, must learn to crawl,  
And be a friend to great and small?

本書

What glides like a bird but does not fly,  
Lives and plays 'neath an emerald sky,  
Feels the hook's pain but cannot cry,  
Has no voice to question why?

\* **Through the Western Hemisphere, a pending earthquake has been forecast for the next 10 to 15 years, according to a study.**

What reaches out to those in need,  
Hears the call of those who bleed,  
Never blindly takes in greed,  
Is a friend in word and deed?

**水**

**Delphineus said I should visit the Mayor. Do you have any clues about where I should look?**

- \* Look in the Council Chambers. He's hiding behind the gold mask. To get him to appear before you, solve the challenge of the columns.

**I'm in the Temple of Poseidon and have found a mixed-up mosaic tile picture. What should I do now?**

- \* The object of this puzzle is to slide the tiles one at a time to form a picture of a man, a fish, a dog, and a heart. If you get stuck, simply use the hand cursor on the help button just below the picture. This will cause one tile to slide toward its correct position. Clicking the hand cursor on the help button repeatedly will eventually solve the puzzle, but you won't get as many points.



Oracle's Riddles

**I can't solve the Oracle's riddles. What are the answers?**

Whose march of progress dooms us all,  
Lives aloof to Nature's call,  
Before he walks, must learn to crawl,  
And be a friend to great and small?

- \* Answer: Man. Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the man in the picture.

What glides like a bird but does not fly,  
Lives and plays 'neath an emerald sky,  
Feels the hook's pain but cannot cry,  
Has no voice to question why?

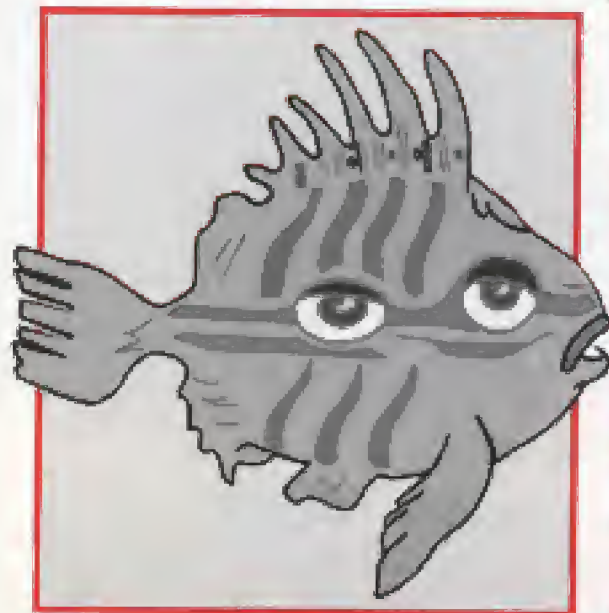
- \* Answer: Fish. Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the fish in the picture.

What reaches out to those in need,  
Hears the call of those who bleed,  
Never blindly takes in greed,  
Is a friend in word and deed?

- \* Answer: Love. Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the heart in the picture.



I'm in the Council Chambers and Superfluous has presented me with the challenge of the columns. Quite frankly, I'm stumped. How do you solve the challenge of the columns?



\* Each of the three columns has a different section that you will need to find and fix. The first section is the head of the column. The second is the middle section. The third is the tail section. You will need to find the right materials for each section. The head section is the most important. It is the only section that will be visible. The middle section is the most difficult to find. It is the only section that will be hidden. The tail section is the easiest to find. It is the only section that will be visible.

\* The second section is the middle section of the column. It is the most difficult to find. It is the only section that will be hidden. You will need to find the right materials for each section. The head section is the most important. It is the only section that will be visible. The middle section is the most difficult to find. It is the only section that will be hidden. The tail section is the easiest to find. It is the only section that will be visible.

I've talked to Superfluous in the Council Chambers. He doesn't trust me. How do I win his trust?

- Find the right materials for each section.
- Find the right materials for each section.
- Find the right materials for each section.

The shell of the turtle in the Royal Garden is the only one of the Green. After doing this, you'll find a shell in the garden floor. Give this shell to Superfluous when you clean it with a rag.

Okay. I've found a shell to give to Superfluous. But it's kind of dirty. Where do I find a rag to clean it with?

- \* Find the right materials for each section.

I tried to enter the fish apartments, but Gregarious stopped me because I don't have a pass. Where do I get a pass for the fish apartments?

- \* Find the right materials for each section.

Oh no! Narcissus, the blowfish, has gotten caught in a plastic bag! Is there anything I can do to help the poor guy?

- \* Find the right materials for each section.

Epidermis, the angel fish, tells me that he's starving. Where can I find some food for him?

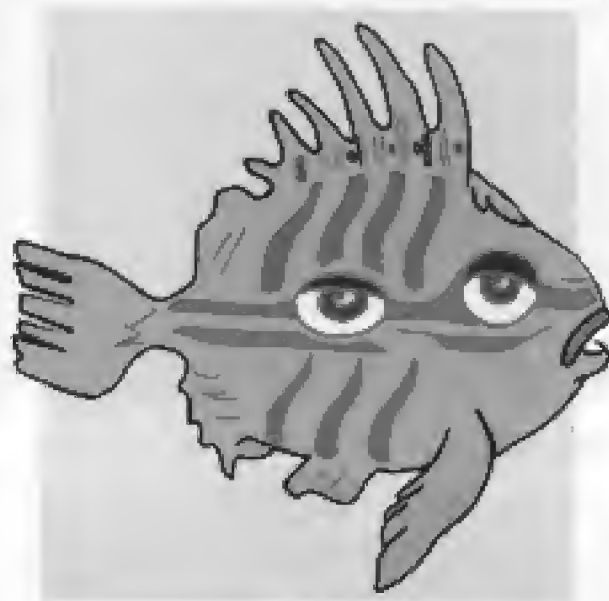
- Find the right materials for each section.
- \* Find the right materials for each section.

Hippocrates, the swordfish, has six-pack rings stuck on his nose! I can't pull them off, either. How can I help him?

- Find the right materials for each section.



**I'm in the Council Chambers and Superfluous has presented me with the challenge of the columns. Quite frankly, I'm stumped. How do you solve the challenge of the columns?**



\* Each of the three columns on the left has three sections that spin when you use the hand cursor on them. Your goal is to make these nine sections match up with their counterparts on the columns to the right. You'll notice as you spin each section of the columns, all but one section turns a second section of another column. However, one of these sections will turn by itself. Find this section and continue to spin it until you get the message "the column piece locks into place." Continue this same procedure for the other eight sections.

\* For example, start with the top section of the front-most column. If you notice another column also turning when you spin this section, skip to the next section of this column. If it spins another column piece, move to the next section, and so on, moving from section to section, then column to column, until you find a section that turns by itself. Once you've found this section, keep turning it until it locks in place. Now repeat this procedure for the rest of the columns.

**I've talked to Superfluous in the Council Chambers. He doesn't trust me. How do I win his trust?**

- Have you visited the Guardian of the Greens in the Royal Gardens?
- Superfluous' problem is that his shell is too tight.
- \* After using the experimental fertilizer solution from Adam's Dad on

the statue of the whale in the Royal Gardens, talk to the Guardian of the Greens. After doing this, you'll find a shell on the garden floor. Give this shell to Superfluous after you clean it with a rag.

**Okay. I've found a shell to give to Superfluous. But it's kind of dirty. Where do I find a rag to clean it with?**

\* You can find a clean rag in front of the fish apartments.

**I tried to enter the fish apartments, but Gregarious stopped me because I don't have a pass. Where do I get a pass for the fish apartments?**

\* You can get a pass from the Mayor, Superfluous, by giving him the shell you found on the floor of the Royal Gardens after cleaning the whale statue.

**Oh no! Narcissus, the blowfish, has gotten caught in a plastic bag! Is there anything I can do to help the poor guy?**

\* Use the hand cursor on Narcissus to push him into his apartment. Use the hand cursor on him again to remove the plastic bag.

**Epidermis, the angel fish, tells me that he's starving. Where can I find some food for him?**

- Have you visited Narcissus, the blowfish, yet?
- \* Use the algae-eating sea urchins Narcissus gave you on the plants in Epidermis' room. Now Epidermis will have plenty to eat.

**Hippocrates, the swordfish, has six-pack rings stuck on his nose! I can't pull them off, either. How can I help him?**

- Did you find a way to help Epidermis, the angel fish?



- \* I saw the very first shark. The first shark that I ever saw. I saw him in the water. I saw him in the water. I saw him in the water.

**Erroneous, the sea turtle, is choking on something. He's too big for Adam to perform the Heimlich maneuver on him. How can I prevent him from choking to death?**

- I have not helped him. I have not helped him. I have not helped him.
- \* I have not helped him. I have not helped him. I have not helped him.

**I asked Gregarious, the manatee, why his face was so blue. He told me his story about the fisherman. I'd sure like to help him, but how?**

- I have not helped him. I have not helped him. I have not helped him.
- I have not helped him. I have not helped him. I have not helped him.
- I have not helped him. I have not helped him. I have not helped him.
- \* I have not helped him. I have not helped him. I have not helped him.

**I've seen Olympia, the lionfish, unconscious in her apartment. How can I help her?**

- I have not helped her. I have not helped her. I have not helped her.
- I have not helped her. I have not helped her. I have not helped her.

- \* I have not helped him. I have not helped him. I have not helped him.

**The Oracle keeps asking me to show her a "Sign of Trust." I have no "Sign of Trust," at least, that I know of. Where do I find a "Sign of Trust"?**

- I have not helped him. I have not helped him. I have not helped him.
- I have not helped him. I have not helped him. I have not helped him.
- \* I have not helped him. I have not helped him. I have not helped him.

## Exploring the Ocean Reef



**I've seen a Colossus Head with a glowing ear. I know I can't throw it away because it won't fit in my garbage/recycle bag. What should I do with it?**

- I have not helped him. I have not helped him. I have not helped him.



- \* Use the very sharp shell that Epidermis, the angel fish, gave you to remove the six-pack rings from Hippocrates' snout.

**Erroneous, the sea turtle, is choking on something. He's too big for Adam to perform the Heimlich maneuver on him. How can I prevent him from choking to death?**

- Have you helped Hippocrates, the swordfish, with his problem?
- \* Use the tweezers you received from Hippocrates, the swordfish, on Erroneous' mouth to remove the balloons. You will need to use the tweezers twice to get all of the pieces out.

**I asked Gregarious, the manatee, why his face was so blue. He told me his story about the fisherman. I'd sure like to help him, but how?**

- Did you notice how the boat propellers on the boats back at the Research Center were covered with metal cages?
- Did Erroneous give you four screws for helping him?
- Did you find a metal cage in the Elurian Courtyard?
- \* To help Gregarious, you need to attach the metal cage you found in the courtyard over the propellers of the fisherman's boat. To do this, first attach the four screws you got from Erroneous, the sea turtle, to the metal cage. Talk to the fisherman, then secure the metal cage over his boat's propellers.

**I've seen Olympia, the lionfish, unconscious in her apartment. How can I help her?**

- Have you visited Gregarious and heard his story about the fisherman?
- To help Olympia, you need the water pump that fell from the fisherman's boat. After helping Gregarious, you'll find the water pump lying on the ocean floor in front of the fish apartments.

- \* Use Adam's garbage/recycle bag on the bottle of bleach to throw it away. Then use the water pump in her window to clear the water of the bleach.

**The Oracle keeps asking me to show her a "Sign of Trust." I have no "Sign of Trust," at least, that I know of. Where do I find a "Sign of Trust"?**

- Have you helped all the other citizens of Eluria?
- Did the citizens of Eluria have their council meeting?
- \* Give her the gold mask Superfluous gave you after the council meeting. Now she'll trust you and give you her prophesy.

## Exploring the Ocean Reef



**I've seen a Colossus Head with a glowing ear. I know I can't throw it away because it won't fit in my garbage/recycle bag. What should I do with it?**

- Do you have a jar with its lid removed?



- To bring the jar to the treasure.
- \* There's a flame on top of the jar of the Colossal Head. You tried to remove the flame, but from the jar came an angry fire. If you don't find a way to get the flame out of the jar, you'll lose the jar. You'll need to go to the Colossal Head.

I've found a jar with a lid jammed on it so tight that it won't budge. Can you give me a hand or two with this?

- How about using the jar? Did you see the jar? The jar is the key to the treasure. You'll need to use the jar to get the treasure.
- \* The jar is jammed on the lid. You'll need to use the jar to get the treasure. You'll need to use the jar to get the treasure.

I've found the skeleton of a pirate. Whoa, now, where did the treasure go?



- Use the hand cursor on the Colossal Head's eye.
- Did you notice the key hanging from the neck of the Colossal Head's eye?
- \* Use the hand cursor on the Colossal Head's eye. You'll see a gold key hanging from the neck of the Colossal Head's eye. Use the hand cursor on the key.

Really, now. What am I supposed to do with this skeleton?

- \* You're not supposed to do anything with this skeleton. Instead, grab the Colossal Head's eye. That's how you'll get the skeleton to the treasure. On the first attempt, you'll get into the water, but the key will be a little bit off. Grab the key a second time. It will come back, and the gold key will disappear from the hand and fall into the water. It will be the key.

I tried to pick up a gold key from the ocean floor, when some red rascal of a fish swallowed it. How do I get it back?

- \* That's the way it goes. You won't be able to get the key back from the fish. But you can get it back from the fish. You can get it back from the fish. You can get it back from the fish. You can get it back from the fish.

I chased the red fish that swallowed a gold key, but now he's been eaten by a giant sea anemone. Good! It serves him right. But I still don't know how to get my key back.

- To get the key back, you'll need to use the hand cursor on the key.
- And you'll need to use the hand cursor on the key. You'll need to use the hand cursor on the key. You'll need to use the hand cursor on the key.
- \* To get the key back, you'll need to use the hand cursor on the key. You'll need to use the hand cursor on the key. You'll need to use the hand cursor on the key. You'll need to use the hand cursor on the key.

I've found an octopus! Is there anything I can do for him?

- You can't do anything for the octopus. You can't do anything for the octopus. You can't do anything for the octopus. You can't do anything for the octopus.



- Try using the jar on the glowing ear.
- \* There's a flashlight fish in the ear of the Colossus Head. You need to rescue the flashlight fish from the ear, using an empty jar. If you didn't find a jar in the trash dumping from the cruise ship earlier in the game, you'll find one on the reef ledge right in front of the Colossus Head.

**I've found a jar with a lid jammed on it so tight that it won't budge. Can you give me a hand or two with this?**

- How about eight hands? Did you see the octopus one screen to the left of the sunken submersible vehicle?
- \* The octopus is hiding in some rocks there that he's turned into his lair. Set the jar on the sand in front of his lair or use the jar cursor on the octopus and then hide in the large sponges. He'll open the jar for you.

**I've found the skeleton of a pirate. Whoa, now, where did the treasure go?**



- Who said anything about a treasure?
- Did you notice the key pinned against the rocks by the Conquistador's Pike?
- \* Use the hand cursor on the Conquistador's Pike two times. You'll see a gold key fall into the water. Go after that key!

**Really, now. What am I supposed to do with this skeleton?**

- \* You're not supposed to do anything with the skeleton. Instead, grab onto the Conquistador's Pike that has pinned the skeleton to the rocks! On his first attempt, Adam will fall into the water, but the Pike will give a little. Grab onto the Pike a second time. It will come loose and the gold key will dislodge from the bank and fall into the water. Chase after the key.

**I tried to pick up a gold key from the ocean floor, when some red rascal of a fish swallowed it. How do I get it back?**

- \* Boy! The nerve of some fish. Actually you won't be able to get the key back from the red fish. But swim after him anyway! In fact, chase him through the reef. Eventually he will be eaten by a giant sea anemone. Perhaps you can get the key from the anemone.

**I chased the red fish that swallowed a gold key, but now he's been eaten by a giant sea anemone. Good! It serves him right. But I still don't know how to get my key back.**

- Perhaps you can trick the anemone with one of the items in your inventory.
- Did you notice the fishing lure hanging on one of the steel beams of the underwater oil rig?
- \* To get the key back, you need to use the fishing lure that was hanging on one of the steel beams of the underwater oil rig to trick the giant anemone into giving up the key.

**I've found an octopus! Is there anything I can do for him?**

- No. As a matter of fact, you want the octopus to do a couple of things for you!



- \* "I was one of the witnesses to my father's death, but you, I think, were not. The day you picked up your father, the night you walked on board of the boat and set foot on board of the Chinese ship. To me this memory, to this day, is the yard to which all his life comes, the big curtain of time and that time in the large doorway. Yesterday, I saw him in my go to the door to his ship. To me, the door, when I saw the man from the past come in, that is the doorway to his life."

**I've seen a silver cable, but an octopus won't let me have it. Is this cable worth getting?**

- \* **CAUTION:** Remember the information on the back of the Product Container. This book is not intended for use as a guide for drug use.

**I give up. How do I get the silver cable from the octopus?**

- \* And you know it's better than the shillings or pence of the oppressed Hindu. So the money of the oppressor and the oppressed are not the same. They are not the same, but they are not the same.

**I have a transmitter and I have a cable. Now where's that floating orb the Oracle mentioned?**

- The Coach has a sense of humor. You should be looking at an unusual place.
- Did you see a letter stuck in the back door beside the broken refrigerator handle?
- \* (Is Sweden's Talent to live on the island they had. Besides the host. That's well known are

**Ooh! I've found a sunken vehicle beside an oil rig. Can I take it for a drive?**

- \* **Disadvantages:**
  - **Time consuming:** this activity is a manual process
  - **Practical:** even if the results are not a model, it is a good practice to apply them in the field

## In the Reef Caves



**I've entered a cave and it sure is dark in here. How can I light things up?**

- \* Did you delete the desktop icon from the Control Center? Please  
 check it, because the desktop icon is not for the software. The  
 icon is always hidden in a box.

Okay. I've figured out how to light up the cave. But now is there anything to do in here?

- \* The Council of the University is a self-governing authority. The

- \* You want the octopus to do two things for you. First, get him to open the jar you picked up from either the cruise ship spilling garbage or from the reef ledge in front of the Colossus Head. To do this, simply lay the jar on the sand in front of his lair or use the jar cursor on him and then hide in the large sponges. Second, you want him to let go of the cable in his lair. To get the cable, show him the mirror from the reef ledge in front of the Colossus Head.

**I've seen a silver cable, but an octopus won't let me have it. Is this cable worth getting?**

- \* Absolutely. Remember the illustration on the blackboard back at the Research Center Lab? This cable is a key item for creating a satellite buoy!

**I give up. How do I get the silver cable from the octopus?**

- \* Did you pick up the mirror from the reef ledge in front of the Colossus Head? Show this mirror to the octopus and you'll scare him away. Now you can get the cable from the unattended lair.

**I have a transmitter and I have a cable. Now where's that floating orb the Oracle mentioned?**

- The Oracle has a sense of humor. You should try looking in an unusual place.
- Did you see a toilet stuck in the ocean floor beside the sunken submersible vehicle?
- \* Use Poseidon's Trident to pry off the toilet tank lid. Remove the float. That's your floating orb!

**Ooh! I've found a sunken vehicle beside an oil rig. Can I take it for a drive?**

- Unfortunately, this vehicle is beyond repair.
- \* Instead, search the vehicle. You'll find a very useful item in one of its compartments.

**In the Reef Caves**



**I've entered a cave and it sure is dark in here. How can I light things up?**

- \* Did you capture the flashlight fish from the ear of the Colossus Head into a jar? Release that flashlight fish from the jar into the cave. Now things should brighten up a bit.

**Okay. I've figured out how to light up the cave. But now is there anything to do in here?**

- \* At the back of the cave is a secret opening covered with rocks. Use



Get more ideas to improve your business at [bizmkt.com](http://bizmkt.com). And the organic will be brought to you.

**Wow! I've uncovered a secret opening in the cave. Now how do I fit through this darn hole?**

- \* You need to remove the machine first, or the hand cursor will not appear. It will only be removed when you

**I'm trying to fit through a secret opening in the cave, but Delphineus keeps telling me it's not safe. Now what?**

- Perhaps you have something else before you enter the other cave.
- \* Use the book wisely and before the opening you should be following the rocks. You should find a hole how. When you are this near and find a hole a good way. To put the stone in the hole and turn it. It had used to wear it a good time, until the hole was and then use the stone to turn in the soft water. Since water is strong it can turn the stone to a good way for the river.

**I've found a metal box in the cave, but I can't open it. Am I supposed to have a key or something?**

- \* That was the location of the bus where in the past
- \* That was across the right of the Congress Hotel is an existing area

**I've found a metal box in the cave, but my key won't turn the rusted lock. So how am I supposed to open this thing?**

- \* I pulled out my old bicycle lamp. Remember the old one, sold to  
 show the coach and you get an impression? I thought he might  
 like it. I took out the bag in the case, then tried to hold it with  
 your left.

**I finally got into the second cave through the secret opening. I've found several barrels of toxic waste! Gross! Now, how do I get rid of them?**

- [illegible]

**I tried to leave the first cave, but I've run into a reef shark. Now where do I go?**

- It is a pleasure to have  
you and your family  
enjoy the beauty of  
the outdoors.
- For more information,  
please call 1-800-855-8555  
or visit our website at  
[www.8008558555.com](http://www.8008558555.com)
- to find out more about  
the joys of the outdoors.





the hand cursor to remove these rocks one at a time. Now the opening will be revealed to you.

**Wow! I've uncovered a secret opening in the cave. Now how do I fit through this darn hole?**

- \* You need to remove more rocks. Just use the hand cursor on the opening until you've removed them all.

**I'm trying to fit through a secret opening in the cave, but Delphineus keeps telling me it's not safe. Now what?**

- Perhaps you need something else before you can enter the other cave.
- \* Use the look cursor just below the opening you created by removing the rocks. You should find a metal box. When you open this metal box, you'll find a protective suit. To put the suit on, use the hand cursor on it. If you need to wear it a second time, open the metal box, and then use the hand cursor on the suit again. Once you're wearing the suit, you can safely go through the opening.

**I've found a metal box in the cave, but I can't open it. Am I supposed to have a key or something?**

- Well, yes. Did you find a skeleton of a pirate somewhere in the reef?
- \* Just one screen to the right of the Colossus Head is an opening to a small air pocket under the reef. In that air pocket is a pirate skeleton pinned down by a Conquistador's Pike. After removing the Pike, a key will fall into the water and land on the ocean floor. This is the key you need.

**I've found a metal box in the cave, but my key won't turn the rusted lock. So how am I supposed to open this thing?**

- \* A little oil would be useful now. Remember the rag you used to clean the conch shell you gave to Superfluous? It should be pretty oily. Use this oily rag on the case, then try to turn the lock with your key.

**I finally got into the second cave through the secret opening. I've found several barrels of toxic waste! Gross! Now, how do I get rid of them?**

- Did you look at the illustration on the blackboard back in the Research Lab?
- You need to make a satellite buoy.
- \* To make a satellite buoy, you need three things as follows: the float from the toilet on the ocean floor beside the oil rig, the cable from the octopus' lair, and the transmitter from the Research Center. Assemble these three items in your inventory and then use them on the barrels.

**I tried to leave the first cave, but I've run into a reef shark. Now where do I go?**

- You'll have to turn around and find another exit out of the cave.
- \* Go back through the opening in the second cave after you've cleaned up the barrels of toxic waste. You can exit through the north end of that cave.





I've found a wrecked harpooning vessel outside the second cave, but nothing much seems to be happening. What am I supposed to be doing?

- Look around the area carefully. You should see a cave in the background in the distance.
- \* Use the hand compass to determine the distance and direction to the cave.

### Saving Cetus



Help! Delphineus and I are trapped in a net. How do we get out?

- \* Use the net with the sun to break the net. The net is made of rope.

I've escaped from the net, but Delphineus has been captured by Flesh-Eater! Where do I go for help?

- Use the hand compass to find the cave.

- Use the hand compass to find the cave. The cave is in the background in the distance.
- \* Use the hand compass to find the cave. The cave is in the background in the distance.

I'm alone at the wrecked harpooning vessel. Where can I find Cetus?

- Use the hand compass to find the cave. The cave is in the background in the distance.
- \* Use the hand compass to find the cave. The cave is in the background in the distance.

Okay. I've found Cetus, but how should I help him?

- Use the hand compass to find the cave. The cave is in the background in the distance.
- Use the hand compass to find the cave. The cave is in the background in the distance.
- \* Use the hand compass to find the cave. The cave is in the background in the distance.

Hey! I tried to swim inside Cetus' mouth, but he keeps shutting his big yap on me. How am I supposed to be able to get in there?

- Use the hand compass to find the cave. The cave is in the background in the distance.



**I've found a wrecked harpooning vessel outside the second cave, but nothing much seems to be happening. What am I supposed to be doing?**

- Look around this area carefully. You should see a cave in the mountain far in the distance.
- \* Use the hand cursor on the cave in the distance and watch what happens!

### Saving Cetus



**Help! Delphineus and I are trapped in a net. How do we get out?**

- \* Cut the net with the sharp shell that Epidermis, the angel fish, gave you.

**I've escaped from the net, but Delphineus has been captured by Flesh-Eater! Where do I go for help?**

- Who does Flesh-Eater fear most?

- Visit the Oracle. She will give you a clue about where to go next.
- \* You need to find Cetus. Start by exploring the sunken harpooning vessel.

**I'm alone at the wrecked harpooning vessel. Where can I find Cetus?**

- Did you notice that the door to the boat is slightly ajar?
- \* Use Poseidon's Trident on the door and you'll be able to open it. Swim through the boat and you'll see the ascending harpoon cable. Follow this cable up and you'll find Cetus.

**Okay. I've found Cetus, but how should I help him?**

- You need to remove the harpoon from his mouth.
- To do this, you need to figure out a way to get inside his mouth.
- \* First talk to Cetus. When he falls unconscious, swim away from him until you see a distant view of Cetus. If you time it just right, you'll be able to swim inside his mouth.

**Hey! I tried to swim inside Cetus' mouth, but he keeps shutting his big yap on me. How am I supposed to be able to get in there?**

- Did you notice how he also opens his big yap?





- \* When it's a matter of life or death, Delphineus is the man who opens up his eyes and closes his mouth. Start swimming! You'll find him just as his mouth closes and should be able to get inside!

**Yech! I'm inside this big whale's mouth. Tell me quickly, how do I remove the harpoon, so I can get out of here!**

- \* You need a knife to cut off the head of the harpoon. You found the harpoon stuck in the subcutaneous tissue of the whale's head. The head of the harpoon is made of steel, so you need to cut it off. The harpoon is stuck in the whale's head, so you need to cut it off. The harpoon is stuck in the whale's head, so you need to cut it off.

**All right ! I've removed the harpoon from Cetus' mouth, but he's still not healed. How do I heal him?**

- \* Remember what Delphineus said when you were in the lab?
- \* The harpoon is the key to healing the whale's wound.

**Just a little while ago, Cetus told me to free Delphineus. Now he's fighting Flesh-Eater! How do I set Delphineus free?**

- \* You can now enter the Research Lab and find Delphineus. He's in the lab, and I found the harpoon. He's in the lab, and I found the harpoon. He's in the lab, and I found the harpoon.

**Yea! I've freed Delphineus from Flesh-Eater's cave. But now it looks like Cetus is getting the tar beaten out of him by Flesh-Eater. Is there anything I can do to help Cetus?**

- \* The harpoon is the key to healing the whale's wound.
- \* The harpoon is the key to healing the whale's wound.



**After You've Completed the Game...**

## **Did you try...**

Looking at the computer screen a couple of times in the Research Lab?

When Delphineus requests to leave the Research Lab Tank, using the

- \* This is a matter of timing. Watch how his mouth opens and closes, opens and closes. If you start swimming towards him just as his mouth closes you should be able to get inside.

**Yech! I'm inside this big whale's mouth. Tell me quickly, how do I remove the harpoon, so I can get out of here!**

- \* You need a hacksaw to cut off the tip of the harpoon. You found the hacksaw either in the sunken submersible vehicle or on the deck in the rear of the wrecked harpooning vessel. After cutting off the tip of the harpoon with the hacksaw, you can swim outside his mouth. Once outside his mouth, use the hand cursor on the harpoon to remove it.

**All right ! I've removed the harpoon from Cetus' mouth, but he's still not healed. How do I heal him?**

- \* Remember what Demeter, the Guardian of the Greens, gave you?
- \* Use the Guardian of the Greens' healing potion on his wound.

**Just a little while ago, Cetus told me to free Delphineus. Now he's fighting Flesh-Eater! How do I set Delphineus free?**

- \* Use the hand cursor on Flesh-Eater's cave to enter it. Once in the cave, you'll find Delphineus trapped inside the net. Cut the net with the sharp shell that Epidermis, the angel fish, gave you. Now Delphineus will be free.

**Yea! I've freed Delphineus from Flesh-Eater's cave. But now it looks like Cetus is getting the tar beaten out of him by Flesh-Eater. Is there anything I can do to help Cetus?**

- \* Absolutely. Remember the lionfish spine Olympia gave you? It's time to use it!
- \* Click the lionfish spine on Flesh-Eater when he's distracted by Cetus. Timing on this can be tricky. You may need to try it a few times. Once you catch Flesh-Eater off guard, Adam will pierce the manta's skin with the lionfish spine, and Cetus will reign as king once again. Congratulations! You've won EcoQuest!



**After You've Completed the Game...**

**Did you try...**

Looking at the computer screen a couple of times in the Research Lab?

When Delphineus requests to leave the Research Lab Tank, using the



frisbee on him a couple of times before opening the underwater hatch?

Talking to Delphineus several times in the kelp maze, outside the fish apartments, or at the reef?

Talking to Gregarious outside his apartment before giving him the pass?

Using Adam's garbage/recycle bag on Superfluous before giving him the shell?

Using Adam's garbage/recycle bag on the residents of the fish apartments?

Using the metal cage on Gregarious while swimming beside the boat?

Visiting the Oracle after Delphineus is captured in the net?

Leaving Eluria by swimming south from the courtyard before getting the Oracle's prophesy?

Swimming to the council chambers while visiting the residents of the fish apartments?

Swimming into Flesh-Eater's cave after Delphineus has been captured, but before seeing Cetus?

Talking to the art in Narcissus' apartment?

Looking at or using the hand cursor on the different kinds of fish swimming in the ocean?

Using Adam's garbage/recycle bag on the different kinds of fish swimming in the ocean?

## Points List

### Action

### Point Value



1. Talk to Delphineus	10
2. Talk to Gregarious	10
3. Talk to Superfluous	10
4. Talk to the residents of the fish apartments	10
5. Use the metal cage on Gregarious	10
6. Visit the Oracle	10
7. Leave Eluria	10
8. Swim to the council chambers	10
9. Swim into Flesh-Eater's cave	10
10. Talk to the art in Narcissus' apartment	10
11. Look at or use the hand cursor on the different kinds of fish	10
12. Use Adam's garbage/recycle bag on the different kinds of fish	10

frisbee on him a couple of times before opening the underwater hatch?

Talking to Delphineus several times in the kelp maze, outside the fish apartments, or at the reef?

Talking to Gregarious outside his apartment before giving him the pass?

Using Adam's garbage/recycle bag on Superfluous before giving him the shell?

Using Adam's garbage/recycle bag on the residents of the fish apartments?

Using the metal cage on Gregarious while swimming beside the boat?

Visiting the Oracle after Delphineus is captured in the net?

Leaving Eluria by swimming south from the courtyard before getting the Oracle's prophesy?

Swimming to the council chambers while visiting the residents of the fish apartments?

Swimming into Flesh-Eater's cave after Delphineus has been captured, but before seeing Cetus?

Talking to the art in Narcissus' apartment?

Looking at or using the hand cursor on the different kinds of fish swimming in the ocean?

Using Adam's garbage/recycle bag on the different kinds of fish swimming in the ocean?

## Points List

### Action

### Point Value

The Lab

Get rag	2
Get soap	2
Use soap on rag	5
Use soapy rag on bird	5
Get fertilizer flask	2
Hand on envelope	5
Hand on envelope (second time)	5
Look at computer (first time)	5
Look at blackboard	5
Use correct combination on door	5
Hand on garbage recycle bag	10
Use flask on oily aquarium	5
Get soda can	5
Use soda can on recycling bin	5
Get full water bottle	2
Use full water bottle on gerbil cage	5
Look at books on shelf	1 (5 total)
Talk on rug	2

### Oceanic Research Tank

Look at blackboard	5
Take equipment from cabinet	10
Talk to dolphin	2 (6 total)
Get mackerel	2 (4 total)
Use fish on dolphin	2 (4 total)
Get in water to play (at right time)	5
Pick up frisbee	2
Throw frisbee to dolphin	1 (5 total)
Catch frisbee	1 (4 total)
Look at close-up view of propeller cage	5
Use hand cursor on dolphin fin (to ride)	5



## Points List

### Action

### Point Value

Stand in front of the main altar, looking  
up at the ceiling.

### In the Ocean

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

### Help Me

Put your hands on the altar,  
looking up at the ceiling.

### Elarian Courtyard

Under the shelter of the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

### Temple of Possiden

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

### Council Chambers

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

## Points List

### Action

### Point Value

Put your hands on the altar,  
looking up at the ceiling.

### Royal Gardens

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

### Inside the Fish Apartments

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

### Inside the Fish Apartments

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.

Put your hands on the altar,  
looking up at the ceiling.



## Points List

<u>Action</u>	<u>Point Value</u>
Walk off pier or put on equipment (to leave)	5
Open underwater hatch	10
<b>In the Ocean</b>	
Use Adam's garbage/recycle bag to clear a path in garbage	5
Get jar	2
Put on aqualung and dive	10
<b>Kelp Maze</b>	
Get through kelp maze	15
<b>Elurian Courtyard</b>	
Use conch shell on servant	10
Get trident	5
Get steel cage	2
Clear all litter	10
<b>Temple of Poseidon</b>	
Use trident on eyes (first time)	10
Take conch shell	2
Talk to Oracle (first time)	2
Solve sliding-tile mosaic	15
Solve Oracle's riddles	5 (15 total)
Give mask to Oracle	10
<b>Council Chambers</b>	
Solve challenge of the columns	1 (10 total)
Talk to council chambers (first time)	2
Talk to mayor (first time)	2
Use clean rag on shell and give to mayor	5
Get mask from mayor and receive scroll	2

## Points List

<u>Action</u>	<u>Point Value</u>
Get starfish badge	5
<b>Royal Gardens</b>	
Use flask containing experimental fertilizer on whale statue	10
Talk to Demeter (first time)	2
Get shell	2
Get healing potion	2
Clean all litter	10
<b>Outside the Fish Apartments</b>	
Get rag	2
Clean all litter (first time)	10
Give badge to Gregarious	5
Push Narcissus in window	5
Talk to Gregarious	2
Get pump	2
Clean all litter (second time)	10
<b>Inside the Fish Apartments</b>	
Hand on plastic bag (free Narcissus)	10
Get sea urchins	2
Use Adam's garbage/recycle bag on plastic bag	5
Talk to Epidermis	2
Use sea urchins on plants	10
Get sharp shell	2
Talk to Hippocrates	2
Use sharp shell on Hippocrates and get tweezers	10
Pick up plastic six-pack rings	5
Cut up plastic six-pack rings	5
Or use Adam's recycle/ garbage bag on plastic six-pack rings	5
Hand or tweezers on Erminous (first time)	5



## Points List

### Action

### Point Value



## Points List

### Action

### Point Value



**TOTAL POINTS**

**725**

## Points List

Action	Point Value
Use tweezers on Erroneus (second time)	5
Get four screws from Erroneus	2
Use Adam's garbage/recycle bag on balloons for float	5
Use Adam's garbage/recycle bag on balloons you have removed	5
Use Adam's garbage/recycle bag on bleach bottle	5
Use pump on window	5
Get lionfish spine	2

### Fisherman's Boat

Use screws on cage	5
Secure cage with screws over boat motor's propeller	5
Talk to fisherman	2

### Colossus Head

Get jar	2
Get mirror	2
Use open jar on ear	10
Clean all litter	10

### Reef

Remove Persephone, the lobster, from drift net	5
See close-up of key	5
Use hand on Cronquistador's Prize	2 (4 total)
Open chest	5
Use net on octopus	5
Hide in sponge	5
Pick up open jar from front of octopus' nose	2
Use mirror on octopus	10
Get cable	2
Open compartment on submersible vehicle	5
Get backsaw	2
Pry open door with trident	5
Get float	2
Get fishing lure	2
Use lure on anemone	10

## Points List

Action	Point Value
Get key	2
<b>Caves</b>	
Release flashlight fish in cave	10
Clear blocked opening	5
See close-up of metal box	5
Use oily rag on metal box lock	5
Use key on oiled lock	5
Use hand to put on suit	10
Attach cable to float (or vice versa)	5
Attach transmitter to float	5
Attach satellite buoy to barrel	5
Adam turns on transmitter on satellite buoy	10
Toxic waste cleared (after cartoon)	20

### Saving Cetus

Use shell on net to free Adam	10
Pry open ship door with trident	5
Swim through door of harpooning ship	5
Talk or hand on Cetus	10
Cut harpoon with saw	5
Pull out harpoon	5
Medicate wound	5
Cut net in manta's cave to free Adolphus	15
Use lionfish spine on manta	20
End cartoon	20

### TOTAL POINTS

**725**



## Location of All Objects

Object                      Where Found                      Where Used



## Location of All Objects (concluded)

Object                      Where Found                      Where Used





## Location of All Objects

<u>Object</u>	<u>Where Found</u>	<u>Where Used</u>
Frisbee	Research center	Delphineus
Mackerel	Research center	Delphineus
Scuba gear	Research center	Ocean
Air tanks	Research center	Ocean
Metal cage	Elurian courtyard	Fisherman's Boat
Conch shell	Temple of Poseidon	Poseidon's Statue
Trident	Poseidon's statue	Temple of Poseidon; Underwater Toilet; Harpooning Vessel
Sharp shell	Epidermis, the angel fish	Hippocrates; underwater nets
Tweezers	Hippocrates, the Swordfish	Erroneous' mouth
Algae-eating urchins	Narcissus, the blowfish	Epidermis' ocean plants
Water pump	Outside fish apartments	Olympia's apartment
Lionfish spine	Olympia, the Lionfish	Flesh-Eater (when fighting Cetus)
Screws	Erroneus, the Turtle	Metal cages; fisherman's boat
Gold mask	Superfluous, the Mayor	Temple of Poseidon; Oracle
Star fish	Superfluous, the Mayor	Gregarious, fish apartments
Healing potion	Demeter, the Guardian	Cetus' wound
Herring shell	Royal Gardens of Eluria	Superfluous, the Mayor
Isa	Isa fresh from cruise ship Colossus head reef ledge	Colossus head car
Maryn	Colossus head reef ledge	Octopus' lure

## Location of All Objects (concluded)

<u>Object</u>	<u>Where Found</u>	<u>Where Used</u>
Golden key	Skeleton guarding treasure	Metal box in first reef cave
Steel cable	Octopus' lair in reef	Toxic barrels in second reef cave
Coat	Toilet tank	Reef floor beside oil rig
Lighting lure	Oil rig	Giant anemone in reef
Chainsaw	Submersible vehicle; deck of harpooning vessel	Harpoon in Cetus' mouth
Teaich bottle	Olympia's apartment	Adam's garbage/recycle Bag
Eye-peek rings	Hippocrates' nose	Adam's garbage/recycle
Transmitter	Research center	Toxic barrels in reef cave
Snail	Oracle of Eluria	Adam's journey
Alum bottle	Research center	Gerbilcage
Wind detergent	Research center	Clean rag
Refrigerator solution	Research center	Aquarium in research center lab; whale statue in Elurian Gardens
Envelope	Adam's desk chair	Recycle bin in lab
Membership card	Adam's desk chair	Adam's carries it
Certificate	Adam's desk chair	Adam's carries it
Shoe can	Adam's desk	Recycle bin in lab
Clean rag	Research lab; fish apts.	Clean bird in lab; Clean shell from Royal Gardens





m a p s











# OOPS!

Due to a printing error, pages 49, 56 and 57 of this hintbook are defective (to say the least).

While our printer offered to reprint this book for free, we decided it would be much more ecologically sound to add this insert instead. We apologize for any inconvenience this may cause, but if we work together we'll save a lot of trees.



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## Location of All Objects (concluded)

**Object**

**Where Found**

**Where Used**



## Location of All Objects (concluded)

<b><u>Object</u></b>	<b><u>Where Found</u></b>	<b><u>Where Used</u></b>
Golden key	Skeleton guarding treasure	Metal box in first reef cave
Steel cable	Octopus' lair in reef	Toxic barrels in second reef cave
Float	Toilet tank	Reef floor beside oil rig
Fishing lure	Oil rig	Giant anemone in reef
Hacksaw	Submersible vehicle; deck of harpooning vessel	Harpoon in Cetus' mouth
Bleach bottle	Olympia's apartment	Adam's garbage/recycle Bag
Six-pack rings	Hippocrates' nose	Adam's garbage/recycle
Transmitter	Research center	Toxic barrels in reef cave
Scroll	Oracle of Eluria	Adam's journey
Water bottle	Research center	Gerbilcage
Mild detergent	Research center	Clean rag
Fertilizer solution	Research center	Aquarium in research center lab; whale statue in Elurian Gardens
Envelope	Adam's desk chair	Recycle bin in lab
Membership card	Adam's desk chair	Adam's carries it
Certificate	Adam's desk chair	Adam's carries it
Soda can	Adam's desk	Recycle bin in lab
Clean rag	Research lab; fish appts.	Clean bird in lab; Clean shell from Royal Gardens





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To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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